

Types of Effects

GarageBand includes the following types of effects:

Compressor: A compressor adjusts the volume of the music to smooth out sudden level changes. Compression can add punch and definition to a track or an entire song, and make it sound better when played on audio equipment with a narrow dynamic range.

Distortion: Distortion effects, which include amp simulation and overdrive (and, of course, distortion), change the tone of the original sound to recreate analog or digital distortion.

Echo: As the name suggests, an echo effect repeats a sound like an echo. It can add a subtle sense of space to a sound, or create the impression that a voice or instrument is in a large room, a cavern, or outer space.

EQ: EQ (short for *equalization*) is a powerful and versatile effect that lets you change the level of selected frequencies. You can use EQ to make both subtle and dramatic changes to your projects. EQ is likely the most commonly used effect in popular music.

GarageBand includes a special type of EQ called Visual EQ. You can use Visual EQ by choosing an EQ preset, but you can also edit the effect graphically, making it easy to see what part of the sound you are changing.

Gate (Noise Gate): A gate reduces low-level noise by cutting off the sound when it falls below a certain volume level. It is often used as the first in a series of effects, and is included on Real Instrument tracks to help reduce input noise.

Modulation: Modulation effects, which include chorus, flangers, and phasers, build on the time-based effects by shifting or modulating when the copied signal plays back. They can also involve detuning the copied signal relative to the original.

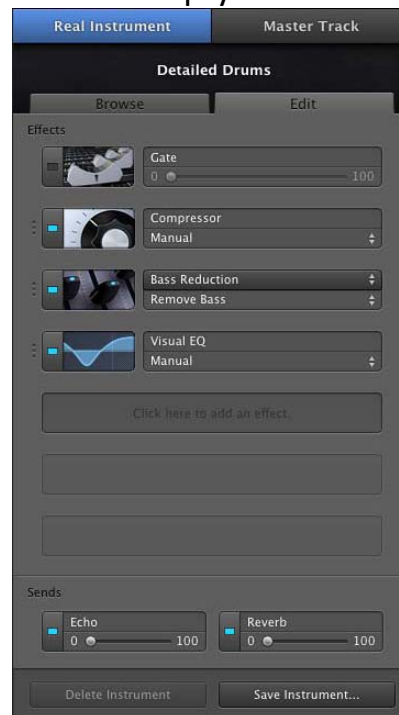
Reverb: Reverb simulates the natural reflections of a sound in a surrounding space. It can add definition and presence to voices and instruments, add ambience to a sound, or simulate different rooms and other acoustic environments.

Stompboxes: Electric Guitar tracks include special stompbox effects that re-create the sound of famous guitar effects pedals. Stompbox effects include echo, chorus, overdrive, flanger, and other effects.

Effects can either be track effects, send effects, or master effects. *Track effects* modify the sound on an individual (Real Instrument, Software Instrument, or Electric Guitar) track. *Send effects* send part of the sound from a track to the effect on the master track. Each Real Instrument, Software Instrument, and Electric Guitar track includes Echo and Reverb send effects; you can control how much of the sound is sent from each track in that track's Track Info pane. *Master effects* modify the overall sound of the project, affecting all tracks.

To add an effect:

1. Click the Track Info button, or choose Track > Show Track Info to show the Track Info pane. The Track Info pane opens to the right of the timeline.
2. Click Edit to show the track effects.
3. Choose an effect from one of the empty effect slots.



Use these controls to add and adjust effects.